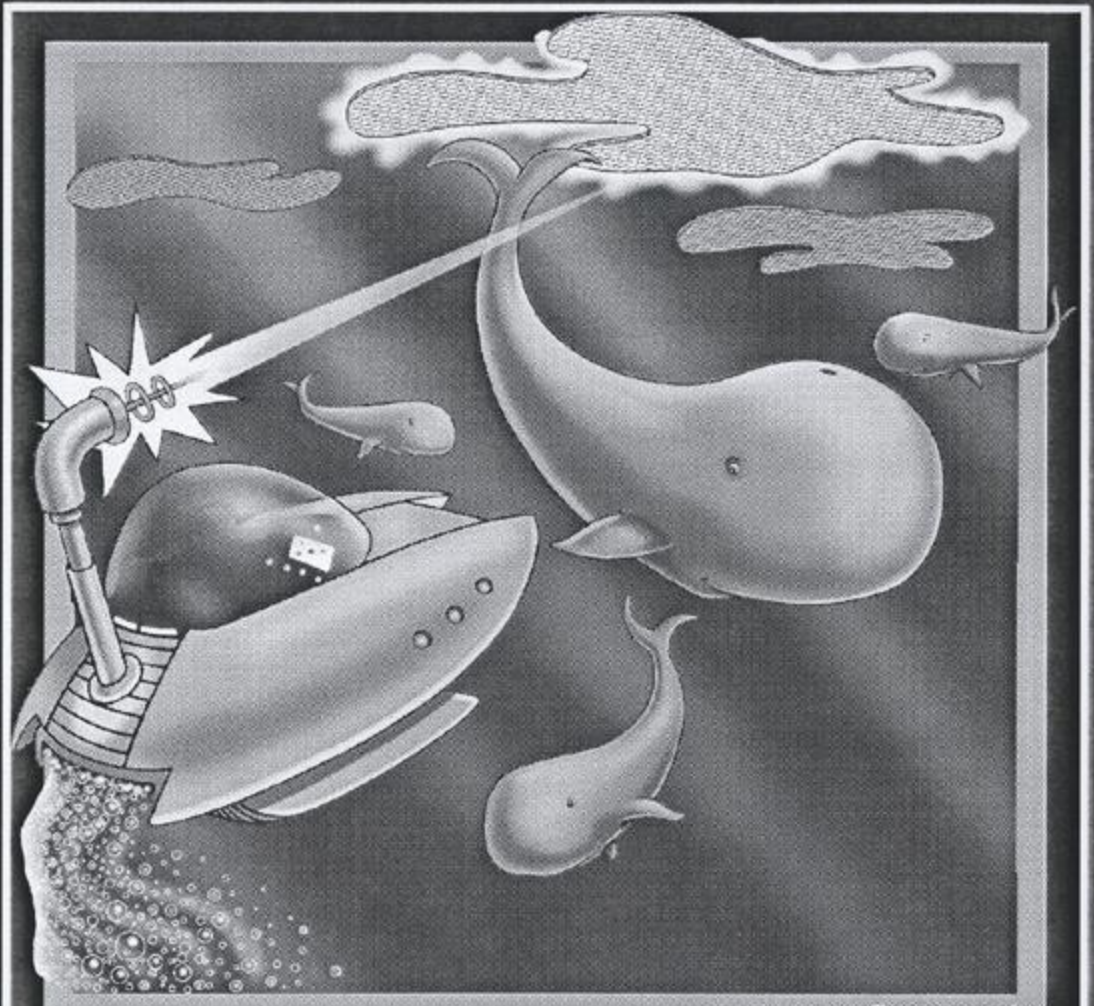
SAVE THE WHALES

Games of the Century™



Video Game Cartridge 11035

Programmed by Steve Beck

http://www.replacementdocs.com

SAVE THE WHALES

THE OBJECTIVE

A group of whales are heading from the Arctic Circle down to Baja to mate and replenish their numbers but they may not make it! Greedy humans are blasting the seagoing mammals from the safety of a sophisticated whaling ship. You must defend the whales, using your submarine to destroy the whaling ship's nets and harpoons. What's more, you must avoid and destroy floating pieces of radioactive material. Can you save the whales?

THE SET UP

Set up your video computer system and joystick controller as indicated in your manufacturer's owner manual. Turn the power switch OFF and insert the Save The Whales cartridge.

TO BEGIN

Turn the power ON. Use the Game Select lever to choose a game.

LEVEL	# PLAYERS	SPEED
1	1	Slow
2	1	Quick
3	2	Slow
4	2	Quick
5	1	Fast
6	1	Very Fast
7	2	Fast
8	2	Very Fast

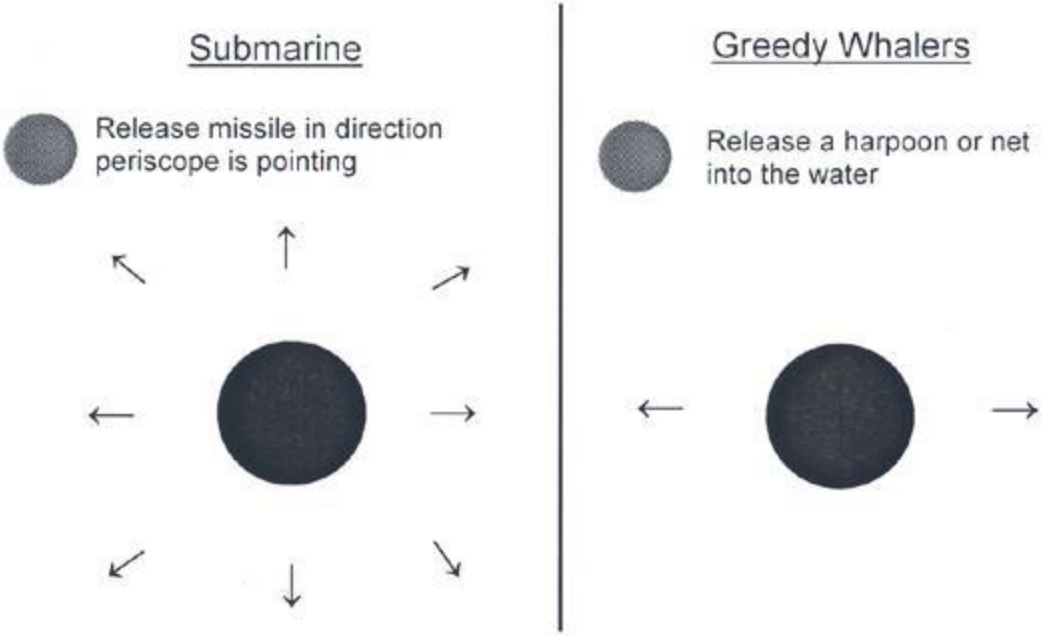
Use the Difficulty Switch to select a level of play.

SWITCH	POSITION	RESULT
Left	A	the targets (harpoons, nets) move at a relatively slow speed
Left	B	the targets (harpoons, nets,) move at a relatively quick speed
Right	A	The whaling ship launches harpoons which are very hard to hit.
Right	B	The whaling ship drops nets on the whales which are easier targets.

Use the game reset switch to start the game.

THE CONTROLS

In 1 & 2-player games, the left joystick controls the submarine. In 2-player games, the right joystick controls the greedy whalers' boat.



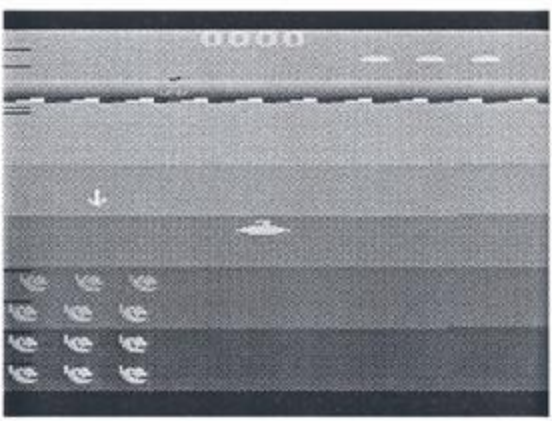
THE GAME

The object of Save the Whales is to do exactly that: Destroy the harpoons and nets before they have a chance to reach the unsuspecting whales as they swim toward their ancient mating grounds. You earn points for every dangerous object you destroy. Your total score is indicated by the black numbers at the top center of the screen.

Each game starts the whale-protecting player with four submarines. The subs that are left in reserve appear at the top of the screen as ships floating on the horizon. There can be up to three ships at any one time.

As you pursue your quest, beware! Six pieces of flashing radioactive waste can appear at any time. If any of them touch your sub, it's irrevocably lost and you have to pull another out of reserve. You can clean up the nuclear mess by blowing it up with your missiles, but be careful! Radioactive waste won't float away; your missiles must hit all six pieces to eliminate it.

Each time your sub is hit by radioactive flotsam, you lose one chance. Likewise, colliding with a harpoon costs you one ship. The game continues until all your ships are lost or all the whales destroyed.



SCORING

For every harpoon or net that you hit, you earn 100 points. Likewise, completely eliminating a wave of radioactive particles adds 100 points to your score.

For every 1,000 points scored, one whale is put back into the gain (group of whales) and you earn one extra submarine. When you reach a total score of 5,000 points, you have fulfilled your quest and reached the whales' mating grounds at Baja. Now the entire gain will be replenished! Also, four more subs are added to your fleet. At 10,000 points, the score "rolls over" to zero, the gain is brought up to full strength, and you receive four more ships.

In two-player games, the player controlling the Greedy Whalers' boat doesn't play for score. Instead, the goal is to get the opponent out of the game as soon as possible!

HINTS FROM THE DESIGNER

Although it's tempting to hover close to the surface so you can catch harpoons immediately, don't try this after the first few harpoons have been dropped. They come much faster than the early explosives and you could find your sub blown up by a torpedo you didn't even see!

Get rid of the radioactive waste as soon as it appears on screen!

Always make sure your missile is aimed in the direction you want to fire before pressing the red button. If the periscope isn't aimed properly, you'll have to wait until the missile disappears before you can fire again-so make every shot count!

You saved the whales this time. But the greedy whalers will keep returning over and over again. With time and patience you will persevere over them. Good luck and have lots of fun!

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Save the Whales game created and programmed
by Steve Beck / Beck-TEch in 1984. Berkeley, CA.
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